

ADVANCED HEROQUEST™

THE PRIESTS OF PLEASURE

by Andy Warwick

Wilhelm Kaldach has been captured by Beastmen. He is to be sacrificed when Morrslieb becomes full and bathes the world in its strange glow. The Heroes must rescue him before this happens.

The Priests of Pleasure is an Advanced Heroquest Quest for a group of four Heroes who are just starting their adventuring careers.

The first thing you should do if you plan to run this Quest is to read it thoroughly. Familiarise yourself with the background to the Quest, the Dungeon's layout, the monsters' tactics, and try and plan your responses to what the Heroes are likely to do.

Once you've done this, and are ready to play, read out the following text to the players. The first section is some background, while the second is a transcript of the letter given to the Heroes when they arrive in order to offer their services. In addition, the GM's section gives you some information that the Heroes don't know...

You have been asked by an important merchant and close friend Klaus Krudenwald, to aid another member of his Guild. Klaus has explained that a friend, Eberhardt Kaldach, has reason to believe that his brother, Wilhelm, has been captured by a local cult and is going to be sacrificed. Eberhardt needs your help to rescue his brother.

Wilhelm, like Eberhardt and Klaus, is a merchant and usually runs the caravan route between Hovelhof and Bergsburg. Nine days ago, while collecting timber from Hovelhof, Wilhelm's caravan was ambushed. The six soldiers who were guarding the caravan were killed and Wilhelm was captured. The soldiers' bodies were found two days later when Eberhardt went to look for his missing brother. Eberhardt also found two corpses wearing the distinctive pastel blue robes of a local cult that calls itself the Priests of Pleasure.

Eberhardt is convinced his brother is still alive and is being held by the cult. He is also convinced that the cult is not as harmless as it once appeared.

Not wanting to let your friend down, you have travelled to the Kaldach household, situated in the middle-class area of Bergsburg. However, Eberhardt is not there to meet you. Instead he has left a letter which explains his absence. The letter reads as follows:

Gentlemen. As you are no doubt aware, it is of the utmost importance that you make plans to assist my brother immediately. It has been over a week since Wilhelm was snatched while transporting goods between our customers, and I am keen that his rescue is delayed no longer. I am especially grateful for the speed with which you have answered my plea, especially as we are total strangers.

Bearing in mind you have no connection with my family other than our mutual friend, Klaus, I am fully aware that for you to rescue my brother, Wilhelm, I must offer an incentive. Although Wilhelm and I are both successful merchants, we are by no means rich. Therefore, I can only offer you a little cash, perhaps a 1000 Gold Crowns, and a minor magic item or two if Wilhelm is returned alive.

However, I am also painfully aware that he may no longer be alive. I am eager to see that he is decently buried if this is the case, and will therefore extend my offer to a full half of the reward if you can only bring back his body.

As to my brother's whereabouts, this I am certain of. Wilhelm has been taken by the foul brood that call themselves the Priests of Pleasure - the deranged madmen who reside in the ruined temple just outside the town. It appears that those who we assumed were harmless worshippers of a non-existent god are in fact taking people prisoner and sacrificing them in exchange for unnatural power. Wheels have been put in motion to destroy their disgusting activities once and for all but, as you can understand, my immediate concern is for my brother's well-being.

The cowardly soldiers that are supposed to serve our interests are either unwilling or unable to do anything about rescuing my brother, and I have therefore taken our friend's advice and turned to you.

I am grateful for your help, and deeply regret that I cannot be here to greet you in person. But, even with my brother gone, and I fear dead, I cannot neglect the duties forced upon me by the family business that Wilhelm and I worked so hard to build.

I wish you every good fortune in the task that awaits you. May Morr see fit to deliver you from peril, and restrain from taking my brother to the realm of the dead until you can deliver him back to the bosom of his family. May I just reiterate that my brother is in extreme danger. I urge you to make haste lest he meet with a sorry end. Time is truly against us.

I remain yours in debt,

Eberhardt Kaldach

Eberhardt Kaldach of Bergsburg

Signed this day the 13th Vorgeheim, in the 2504th year of our glorious Emperor Karl-Franz I.

GM'S INFORMATION

Wilhelm is being held on the fourth level, the Sanctuary, of a vast Dungeon that lies beneath the cult's home, a derelict Temple in the hills just outside the town.

Until recently, the Priests were thought to be harmless madmen by the local people. Since only the Chaos Thugs are seen openly, and even then devoid of any Slaaneshi markings, the townspeople assume they are just members of a strange cult. In fact, they are the lowest tier of a pyramid of power within a very dangerous group of people. The cult is actually devoted to one of the four great Powers of Chaos, Slaanesh. Worshipped by all those who seek hedonistic pleasure and the overthrow of decent morals, Slaanesh turns the simple pursuit of a better life into a selfish urge for personal gratification on all levels.

The membership of the higher levels of the cult includes Beastmen - humanoid animals whose bestial traits are given free rein in the cult's obscene ceremonies - and Chaos Champions, the most powerful of Slaanesh's mortal servants. Gorged on power, only now is the cult revealing its true colours by raiding the villages nearby for blood sacrifice.



Running The Quest

The Heroes' initial objective is to reach the Temple. It lies in the hills just outside the town about five miles away. Once they reach the temple, it quickly becomes obvious that the cult is located in a Dungeon beneath it, as the Temple itself is empty and there is a set of stairs down.

The Heroes must then go on to explore the first three levels of the Dungeon, searching for the stairs that lead them down to the Sanctuary. The journey down should be quite easy - the cult does not have a very efficient defence planned, as the lower ranks have no easy way of telling their leaders the Heroes are attacking.

The journey to the surface with Wilhelm however, is more difficult, even though the Heroes should already have a planned route to follow. Because the cult's leaders will be aware that the Heroes are attacking once they reach the Sanctuary, the cultists are able to gather their forces to pursue the escaping Heroes. After the Heroes have reached the Sanctuary and are on their way back to the surface you need a 1, 2, 11 or 12, instead of a 1 or 12, to get a Dungeon counter in the gamesmaster phase of each exploration turn. This applies whether or not Wilhelm is with them.

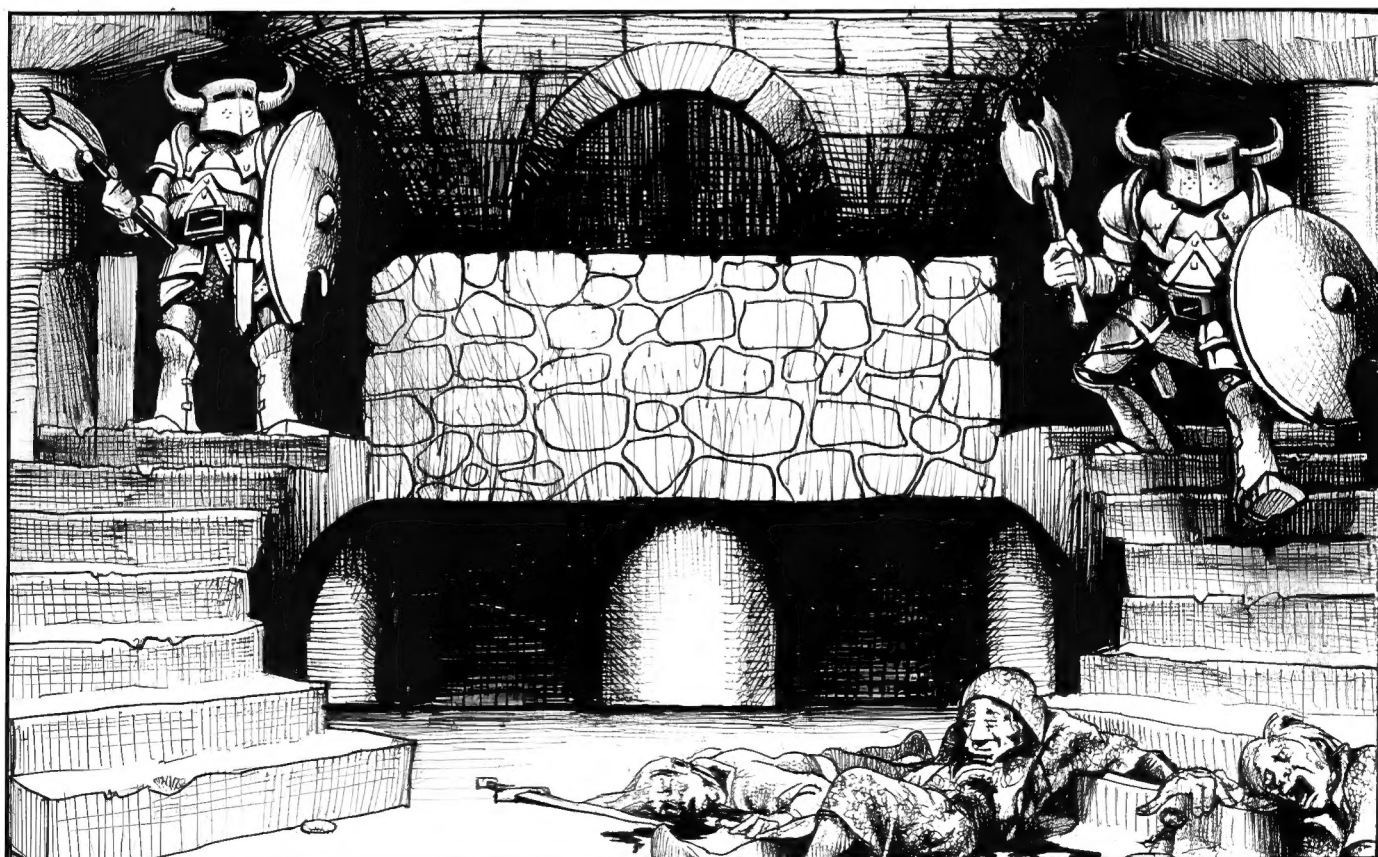
Wilhelm is due to be sacrificed next time the moon known as Morrslieb is full. Morrslieb follows a highly erratic pattern and this could be anytime within the next two months. Although the Heroes don't have to rescue Wilhelm on their first attempt, and may make more than one expedition into the Dungeon, the longer they delay the greater the chance that Wilhelm is already dead when they reach him.

Each time the Heroes start a new expedition roll a dice and add +3 to the roll. If the result is less than the number of expeditions already completed, Wilhelm is killed. Instead of being found in the cell in the Sanctuary, Wilhelm's body is found in the sacrificial pit in front of the altar. The cell is empty when the Heroes find it.

If Wilhelm is dead, the Heroes may try and bring his body out in order to get half the reward. A dead body may be dragged or carried by another Hero. During a combat turn a Hero moving a body can move 3 spaces: during an exploration turn he may move six squares. A Hero carrying or dragging a body can do nothing else.

If the Heroes leave the Dungeon, when they return the Lairs and Quest Rooms are re-stocked with monsters. Only killed character monsters and treasure (apart from that which the monsters carry) are not replaced.

Once the Heroes have rescued Wilhelm, and have got him out of the Dungeon, they only need to present him (or his body) to his family to earn their reward.



THE DUNGEON OF THE PRIESTS OF PLEASURE

The derelict Temple that lies nestled in the hills above Bergsburg was once a glorious place of worship devoted to Ulric. When Middenheim became the centre of the Ulric's church the Temple was abandoned. Beneath it lies a vast Dungeon, an extension of the church cellars. The Dungeon is now home to the so-called Priests of Pleasure, a Slaaneshi cult, that under the leadership of Gabrad the Carnal has become the focus for local Beastmen's offerings to their master.

The roughly-hewn corridors of the Dungeon are quite well-lit. They are extremely dirty, and the stench of the Beastmen's excrement is never completely absent. The rooms are bare, with piles of straw in the corners serving as bedding, and the walls are crudely-daubed with runes and glyphs offering prayers to Slaanesh.

The Dungeon is on four levels. On the first three levels the normal rules for setting up and Dungeon creation apply, with the exceptions listed below. The fourth level, the Sanctuary of the cult, is a Quest Location and is shown on the GM map.

CHARACTERS

The Dungeon contains three characters: Gabrad the Carnal, the Chaos Lord responsible for the Dungeon's construction; Hasak Venomspawn, the Chaos Sorcerer who is the cult's priest; and a Lesser Daemon of Slaanesh, the Daemonette Painfury Spasmclaw.

Gabrad the Carnal was once a soldier in the Emperor's army. He joined to make his fortune and to work towards his ultimate goal of immortal fame and riches. But it wasn't to be: Gabrad was a failure as a soldier. He lacked discipline, couldn't take the lifestyle, and brought shame on his regiment with his indulgent whims.

When he killed a lone Slaaneshi Champion on patrol, and read the scrolls that the fallen warrior carried, Gabrad saw his chance. He turned over his soul to Slaanesh in return for the power, riches, and materialistic lifestyle he craved.

Hasak Venomspawn, like Gabrad, turned to Slaanesh in pursuit of wealth. Hasak, however, was once a promising Wizard's apprentice rather than a warrior, and turned to the Lord of Pleasure through magic.

Hasak was brought up in a small village just outside Altdorf. As a youth he started his magical training under the tutelage of the village Wizard, Heinrich Walfen, who allied himself to the Amber College. Hasak was thus taught the ways of the Amethyst College, so that he could bolster his master's weaknesses.

The way of the Amethyst College suited Hasak - the self-indulgent feasts that his fellow Amethyst Wizards were renowned for appealed to the young boy. When one of them revealed the even greater pleasures that Slaanesh had to offer, Hasak was eager to learn more. He took the name Venomspawn, abandoned the way of the Amethyst College, and turned to the path of the Dark magic.

Painfury Spasmclaw (whose true name is D'haer'ss'oathl) was summoned by Venomspawn to act as a mouthpiece for Slaanesh's will during the cult's services - she is a direct link to the object of the cult's devotion. As long as Spasmclaw remains close to the altar she remains in the mortal world, but as payment for her services Slaanesh requires sacrifice. It is as a direct result of the Daemonette's presence that the cult has started to kill.

When the Heroes enter the Sanctuary, take the Chaos Lord, Daemonette and Chaos Sorcerer character monster counters to represent the three characters. They may be played at any time when placing monsters.

Once the Heroes leave the fourth level of the Dungeon, the Sanctuary, whether they have Wilhelm with them or not, any of the characters that survive may be used on the upper levels, subject to the following restrictions.

Character	Character may be used on
Gabrad the Carnal, Chaos Lord	Levels 1-4
Hasak Venomspawn, Chaos Sorcerer	Levels 2-4
Painfury Spasmclaw, Daemonette	Levels 3-4

FIRST TO THIRD LEVEL

Stairs: If a set of stairs are rolled up as a passage feature refer to the following table. This indicates what should actually be placed on the table.

Level	Stairs Down Rolled	Stairs Out Rolled
1	Dead End	Stairs Out
2	Dead End	T-Junction
3	T-Junction	Dead End

Quest Rooms: All Quest Rooms contain a treasure chest and a set of monsters rolled on the *Quest Rooms Matrix*. In addition, roll on the following table to see if the Quest Room contains a set of stairs down.

Level	Stairs	No Stairs
1	1-12	-
2	1-6	7-12
3	1-4	5-12

Wandering Monsters: If the Heroes have descended as far as the Sanctuary, and are subsequently working their way back to the surface, refer to the following table when rolling for wandering monsters. The increasing dice modifier reflects how the cultists will become more numerous as they try and stop the Heroes getting out.

Level	Dice Roll Modifier
1	+3
2	+2
3	+1

THE SANCTUARY

The Sanctuary is the centre of the cult's worship, and is the most important part of the Dungeon. It is where the characters reside, and where the services take place. It is much cleaner than the rest of the Dungeon. Some attempt has been made to carve decorations into the stone above the doors, and hangings cover the corridor walls.

The layout of the Sanctuary is shown on the GM map. The following special rules apply here.

Exploration Turns: You should use the GM map to lay out the new Dungeon sections as the Heroes explore. It also tells you what monsters are in each room.

Dungeon Counters: You may may not use any trap, wandering monster or ambush counters in the Sanctuary.

Traps: Traps are marked on the map. Each trap is set to go off when the Heroes enter the square marked as the trap trigger. The roll to see if a Hero spots the trap is made when he enters the trap's trigger square.

Combat Turns: All of the monsters in the Sanctuary can open doors. If a door is opened, refer to the map to place any newly-revealed sections and monsters.



A: The Altar Room

This room is represented with the large floorplan that has a magic circle marked on the floor.

The altar room is where the services are held, and is where Wilhelm is going to be executed if the Heroes don't save him. When the Heroes enter this room you should read them the following text:

This is obviously the centre of the cult's worship. The far wall is completely covered with a massive face some sixty feet high and carved out of shining black stone. The huge, leering visage is the cult's altar. At its base are a set of steps, strewn with bones and offerings to Slaanesh.

Flanking the stairs there are two braziers, shaped like skulls and burning with a bluish flame. They spew great gouts of thick black smoke through a gaping hole in the roof.

Kneeling in front of the altar are three figures, deep in prayer. As you watch them, the nearest turns his head towards you. The creature pulls back the cowl of its robe to reveal a goat-like face, its teeth bared in a snarl. With another, equally rapid motion it pulls a sword and lunges towards you, waving the vicious blade from side to side. Within seconds its companions unsheath their swords and lurch forward. You have no choice but to fight.

Each Beastman is carrying a purse containing 10 GCs.

Once the Heroes have despatched the Beastmen they have a chance to get a better look around the room. The items of interest to the Heroes here are:

The Pit: The walls of the pit are scorched and its floor is littered with blackened bones. The normal procedure is to throw the drugged sacrifice into the pit at the start of the ceremony, along with a gallon or so of inflammable oils. Then, at the peak of the chanting, a magical fireball rises from each of the braziers, moves across to the pit, and sets light to the victim.

It is a simple matter to climb into the pit with a rope. If the Heroes haven't got one they may try without; roll a dice for each Hero that jumps in - if the result is 10 or more the Hero loses 1 Wound. To climb out of the pit however, the Hero must use a rope and must roll less than or equal to his Speed on a single dice. If the Heroes haven't got a rope, there is one in the Guard Room (Location C).

The most recent sacrifice was about a week ago. The pit contains the burnt remains of a soldier who strayed too close to the Temple on a routine patrol. If the soldier's remains are searched, roll a dice and multiply the result by two to find out how many Gold Crowns are found. The pit may only be searched once.

Note: If Wilhelm is already dead, replace the soldier's body with Wilhelm's body. Wilhelm's body has no money.

The Braziers: (These can be represented with two of the wound counters.) Each brazier is magically trapped with a fireball. If either brazier is touched while there is someone in the pit, two magical fireballs appear. Place a fireball template over each wound counter. All models under a template suffer 3 damage dice of injury. At the start of the next GM phase the fireballs move across the floor and drop into the pit. Any models in the pit suffer 5 damage dice of injury. The fireballs remain active, doing 5 damage dice of injury each GM phase, until there is nothing left alive in the pit. Upon inflicting the last and fatal wound, the fireballs disappear.

The Altar: The huge face on the wall is the cult's altar. Within its mouth there is a secret door, through which the sacrificial victims are brought to be put in the pit. The door can be found in the normal way and leads to the Guard Room (Location C).

The Magic Circle: Any cultist standing within the circle's confines may add +1 to his hit roll when in combat as the power of Slaanesh is channelled through him.

B: The Robing Room

This is where Venomspawn and the other cultists don their robes before worship. Don't set up the north door when the Heroes first enter, as it is hidden by a curtain. Instead, read them the following:

Flinging the door open, you surprise three more Beastmen. They are in the process of donning pale blue robes, similar to those worn by the three Beastmen you just met. If you are quick, you have an advantage.

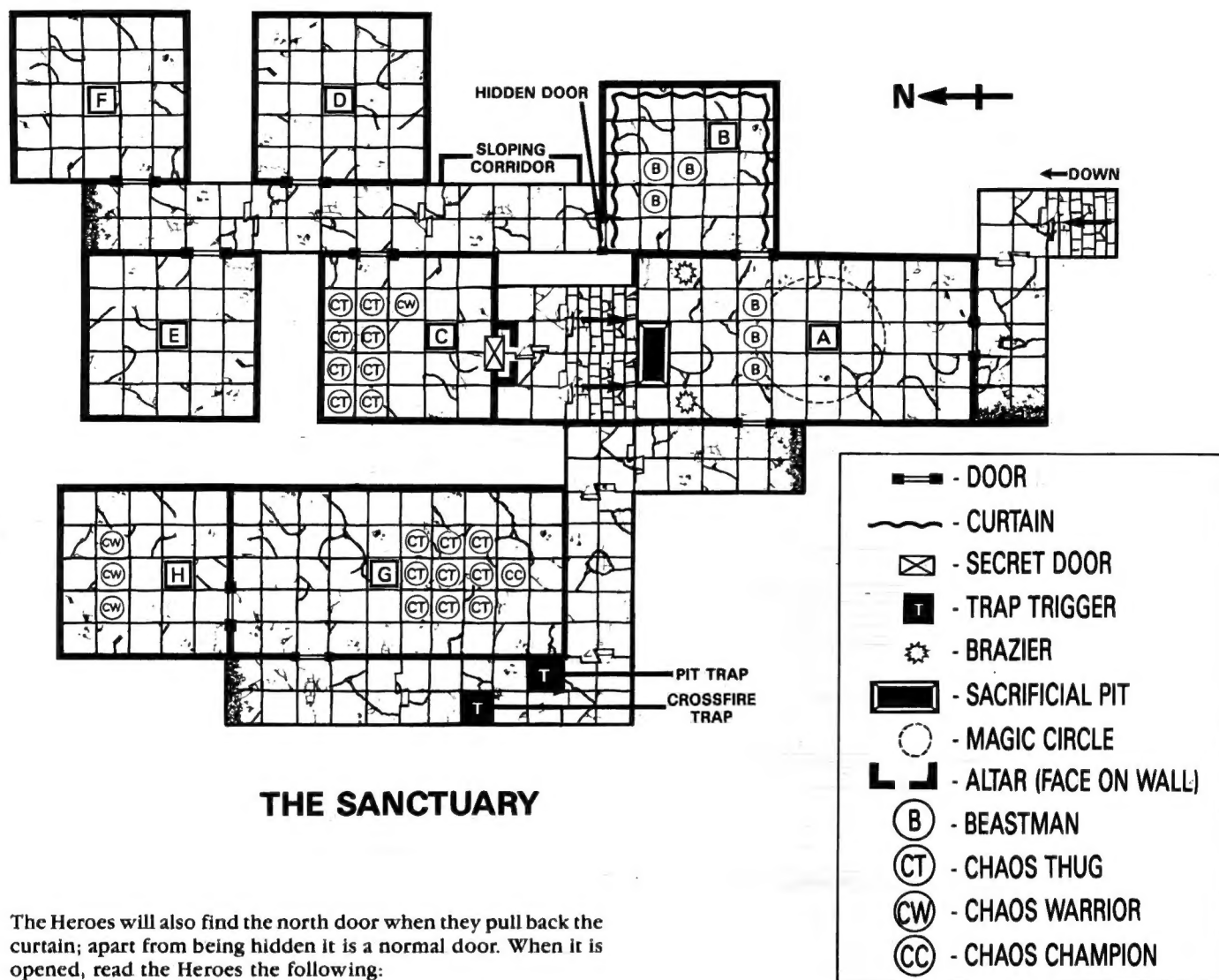
The Heroes automatically surprise the three Beastmen here: the normal dice roll can be ignored. Each Beastman is carrying a purse containing 10 GCs.

Once the Heroes have killed the Beastmen read the following:

This room is obviously a robing room. Apart from those the Beastmen were putting on, there are another dozen or so similar robes hung from the walls. The walls themselves are draped with heavy purple curtains, hiding the rough brickwork that graces the rest of the Dungeon and lending this room an air of quality that seems strangely out of place.

If the Heroes are clever enough to put on the robes, they gain an extra +1 on their surprise rolls against monsters and characters on all four levels of the Dungeon: the cultists don't expect to be attacked by other cultists!

If the Heroes search this room, they find that hidden behind the curtain in the wall opposite to the door there is a small alcove containing a chalice. It is made of ebony and is worth 50 GCs. It has no special abilities.



THE SANCTUARY

The Heroes will also find the north door when they pull back the curtain; apart from being hidden it is a normal door. When it is opened, read the Heroes the following:

The door opens to reveal a long corridor running directly away from you, sloping upwards quite sharply for the first thirty feet or so before levelling out. There are two doors on either side: both of those on the right, and the farthest on the left, are obviously cell doors; they are made of thick oak and have strong iron bars running across them. The nearest door to you must lead to the guardroom. Judging by the level of noise and the number of voices you can hear there are at least half a dozen guards within.

C: The Guard Room

As the Heroes guessed, there are a large number of guards here: eight Chaos Thugs led by a Chaos Warrior.

The room is furnished with a table, half-a-dozen chairs, and a weapons rack. These may be represented with components from MB's *Heroquest* game if you have it. Rules for these items can be found in the *Advanced Heroquest* rulebook. On the table there is 10' of rope.

Each guard is carrying 10 GCs. The Chaos Warrior is carrying 35 GCs and a set of keys for locations D, E, and F.

D, E and F: The Cells

These are the cells used to hold prisoners that are to be sacrificed, including Wilhelm. Unfortunately, the doors to all three cells are locked; if the Heroes don't have the key from the Guard Room (Location C) they must break the doors down to rescue the prisoners within.

Each door has Toughness of 9 and 6 Wounds. Trying to break down a door alerts the Guards in the Guard room (Location C) if they are still alive, causing them to run into the corridor and attack the Heroes.

Currently, each cell holds the following:

Cell D: Helmut Dorchan, a soldier. Helmut is painfully aware of the situation he is in and will gladly accompany the Heroes; he doesn't want to suffer the same fate as his companions.

Helmut should be treated as a normal Human Man-at-Arms, and attaches himself to the current Leader as a Henchman. He doesn't have any armour or weaponry, so uses the characteristics in the *start* column of the Man-at-Arms character sheet.

Cell E: Dotri Jaanson, a Dwarf Trollslayer. Dotri was captured some time ago, when he attempted a single-handed attack on the Dungeon. Impressed with the Dwarf's skills, Gabrad has been attempting to turn Dotri toward Chaos - so far without success. Gabrad has recently been drugging the Dwarf's food with warpstone in an attempt to make the transition to Chaos worship less of a struggle.

Under the effects of the drug, Dotri has become a danger to anyone who enters his cell: he attacks visitors without provocation.

As soon as the door is unlocked, Dotri leaps up and charges the Hero opening the door. Dotri automatically has surprise: place him in the square next to the door. The Leader may move him one square backwards if he wishes. Play then proceeds to the GM phase of the first combat turn.

Dotri has WS 9, BS 5, S 6, T 7, Sp 6, Br 9, Int 7, Fate 2 and W 4. He is armed with a Double Handed Axe (Damage Dice 5, Fumble 1-2, Critical 11-12). He will fight to the death.

Cell F: Wilhelm Kaldach. Wilhelm is in a bad way: he has been drugged, beaten and tortured. Even so, he is overjoyed to see the Heroes. You should read the following to the Heroes as they enter:

Even with his face covered in dirt and blood, you can tell that the wreck of a man you can see lying in the corner of this cell is Wilhelm.

He raises his head weakly, and you see a flicker of hope in his eyes. When you reveal that you have come to rescue him, he pulls himself to his feet and lurches forwards to greet you, his arms outstretched and tears streaming down his face.

START		CURRENT		START		CURRENT							
WEAPON	6	5			WEAPON	6	5						
MOV SKILL	6	5			WEAVER	8	6						
STRENGTH	5	4			INTELLIGENCE	8							
TOUGHNESS	4				EATE	2	1						
NAME: WILHELM KALDACH				WOUNDS									
RACE: HUMAN				3 2									
HAND-TO-HAND		TARGE											
COMBAT		HIT ROLL											
		1 2 3 4 5 6 7 8 9 10 11 12											
		3 4 5 6 7 8 9 10 10 10 10 10											
RANGED		RANGE											
COMBAT		HIT ROLL											
		1-3 4-12 13-24 25-36 37+											
		7 8 9 10 11*											
WEAPONS		FLETS											
		RANGE DANCE FUMBLE CRITICAL											
		N/A 1 - -											
ARMOUR		MOV SKILL TOUGHNESS SPEED											
		TOTAL											
EQUIPMENT		* NO CRITICALS AT THIS RANGE											

You should now give Wilhelm's character sheet to the current Leader. Wilhelm does what he can to aid the Heroes as they make their way to the surface, including getting involved in combat. Unfortunately, given his condition, he isn't really the help that he'd like to think he is - though the mind is willing, the body isn't.

If Wilhelm is given any armour or a weapon, refer to the *Creating Heroes* section of the *Campaign* rules for the effects on his characteristics.

G: The Barracks

This is where the cultists sleep. There are a dozen sleeping pallets along the wall, with straw bedding and sackcloth covers.

Each Chaos Thug here is carrying a purse containing 10 GCs. The Chaos Champion is carrying two gems worth 40 GCs each. In addition, if the room is searched for hidden treasure another 60 GCs is found.

The Library - Location H

This is where the codices and scrolls are kept for the Cult rituals. Unless Venomspawn has already been used, he should be placed here with the three Chaos Warriors that act as the cult's priests. Once the Heroes have defeated this room's occupants, you should read the following:

The walls here are stacked high with scrolls and books: the arcane knowledge of the cult. Upon examination, each book and scroll has been marked with a red wax seal depicting a burning man. However hard you try, the seals cannot be removed. They must have been put on magically.

If this room is searched, which takes three exploration turns, the Heroes find instructions for casting the following spells in one of the books: Choke, Fireball, Flaming Skull of Terror and Flight.

The rest of the volume, and all the other books and scrolls, are written in a strange script which is unreadable to all but Venomspawn.


RETURNING WILHELM

If the Heroes manage to get Wilhelm out alive, they earn the full reward, as follows: 1000GCs, 1 x Strength Potion, 1 x Healing Potion, 1 x Amulet of Protection and 1 x Sword (WS + 2, S + 1).

If, however, they only manage to bring his body back, they get the following: 500 GCs, 1 x Strength Potion and 1 x Magic Dagger (+ 1 Damage Dice).

If they manage to neither bring him back alive or deliver his body, they get nothing. Finally, if the Heroes manage to kill the leader of the cult, Gabrad the Carnal, or bring Wilhelm or his body back, each Hero may increase his Fate Point characteristic.

No of Expeditions made to the Dungeon				
	1	2-3	4-8	9 or more
Fate Points	3	2	1	0




WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	8	6	7	5	4	1

HAND TO HAND COMBAT												
TARGE	1	2	3	4	5	6	7	8	9	10	11	12
WS	1	2	3	4	5	6	7	8	9	10	11	12
HIT	2	3	4	5	6	7	8	9	10	10	10	10
ROLL												
DAM												3
DICE												

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM					
RANGE						RANGE	DICE					
HIT												
ROLL												

EQUIPMENT / NOTES												
LEATHER ARMOUR												
SWORD (Fumble 1, Critical 1)												




WS	BS	S	T	Sp	Br	Int	W	PV
7	6	5	6	8	8	6	3	2

HAND TO HAND COMBAT												
TARGE	1	2	3	4	5	6	7	8	9	10	11	12
WS	1	2	3	4	5	6	7	8	9	10	11	12
HIT	2	2	3	4	5	6	7	8	9	10	10	10
ROLL												
DAM												3
DICE												

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM					
RANGE						RANGE	DICE					
HIT												
ROLL												

EQUIPMENT / NOTES												
SHIELD												
SWORD (Fumble 1, Critical 1)												



WS	BS	S	T	Sp	Br	Int	W	PV
6	5	5	7	7	7	5	4	2

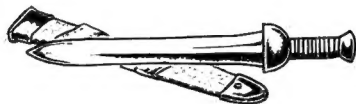
HAND TO HAND COMBAT												
TARGE	1	2	3	4	5	6	7	8	9	10	11	12
WS	1	2	3	4	5	6	7	8	9	10	11	12
HIT	2	3	4	5	6	7	8	9	10	10	10	10
ROLL												
DAM												3
DICE												

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM					
RANGE						RANGE	DICE					
HIT												
ROLL												

EQUIPMENT / NOTES												
SHIELD												
SWORD (Fumble 1, Critical 1)												

MONSTER MATRICES

In *The Priests of Pleasure*, the monsters are either Chaotic Humans or Beastmen, depending how deep the Heroes travel into the dungeon. Use the following Monster Matrices to roll wandering monsters or the occupants of Lairs or Quest Rooms.



The exploration rules explain when you should roll on the various tables. Each table lists the room's occupants or wandering monsters and the total gold crowns that the monsters carry. Heroes can take the treasure from any monsters that they've killed.

WANDERING MONSTERS MATRIX			
D12	Levels 1-2	Level 3	Treasure
1-2	2 Chaos Thugs	1 Chaos Thug & 1 Beastman	20 GCs
3-4	2 Chaos Thugs	2 Beastmen	25 GCs
5-6	3 Chaos Thugs	1 Chaos Thug & 2 Beastmen	30 GCs
7-8	3 Chaos Thugs	3 Beastmen	35 GCs
9	4 Chaos Thugs	4 Beastmen	40 GCs
10	1 Chaos Warrior	1 Chaos Thug & 3 Beastmen	45 GCs
11	1 Chaos Warrior & 1 Chaos Thug	5 Beastmen	50 GCs
12	6 Chaos Thugs	6 Beastmen	60 GCs

LAIRS MATRIX				
D12	Level 1	Level 2	Level 3	Treasure
1	4 Chaos Thugs	2 Chaos Thugs & 2 Beastmen	4 Beastmen	40 GCs
2	4 Chaos Thugs	4 Chaos Thugs	4 Beastmen	45 GCs
3	5 Chaos Thugs	3 Chaos Thugs & 2 Beastmen	5 Beastmen	50 GCs
4	5 Chaos Thugs	2 Chaos Thugs & 3 Beastmen	3 Beastmen & 1 Beastman Sentry	55 GCs
5	4 Chaos Thugs & 1 Chaos Sentry	2 Chaos Thugs, 2 Beastmen & 1 Beastman Sentry	4 Beastmen & 1 Beastman Sentry	60 GCs
6	4 Chaos Thugs & 1 Chaos Sentry	4 Chaos Thugs & 1 Chaos Sentry	2 Beastmen & 2 Beastmen Sentries	65 GCs
7	2 Chaos Thugs & 2 Chaos Sentries	1 Chaos Warrior & 2 Chaos Thugs	4 Beastmen & 1 Beastman Sentry	70 GCs
8	5 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior & 3 Chaos Thugs	5 Beastmen & 1 Beastman Sentry	75 GCs
9	6 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 2 Chaos Thugs & 1 Chaos Sentry	6 Beastmen & 1 Beastman Sentry	80 GCs
10	1 Chaos Warrior, 2 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 3 Chaos Thugs & 1 Chaos Sentry	7 Beastmen & 1 Beastman Sentry	85 GCs
11	1 Chaos Warrior, 3 Chaos Thugs & 1 Chaos Sentry	1 Chaos Champion & 1 Chaos Sentry	8 Beastmen & 1 Beastman Sentry	90 GCs
12	6 Chaos Thugs & 2 Chaos Sentries	2 Chaos Warriors & 1 Chaos Sentry	9 Beastmen & 1 Beastman Sentry	100 GCs

QUEST ROOMS MATRIX				
D12	Level 1	Level 2	Level 3	Treasure
1	6 Chaos Thugs & 2 Chaos Sentries	2 Chaos Warriors & 1 Chaos Sentry	7 Beastmen & 1 Beastman Sentry	100 GCs
2	2 Chaos Warriors & 1 Chaos Sentry	1 Chaos Warrior, 5 Thugs & 1 Chaos Sentry	8 Beastmen & 1 Beastman Sentry	105 GCs
3	1 Chaos Warrior, 5 Chaos Thugs & 1 Chaos Sentry	1 Chaos Champion & 1 Chaos Sentry	8 Beastmen & 2 Beastmen Sentries	110 GCs
4	2 Chaos Warriors & 2 Chaos Sentries	7 Chaos Thugs, 4 Beastmen & 1 Chaos Sentry	10 Beastmen & 1 Beastman Sentry	115 GCs
5	1 Chaos Champion, 1 Chaos Thug & 1 Chaos Sentry	1 Chaos Warrior, 3 Chaos Thugs, 4 Beastmen & 1 Chaos Sentry	11 Beastmen & 1 Beastman Sentry	120 GCs
6	1 Chaos Champion, 2 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 7 Beastmen & 1 Beastman Sentry	11 Beastmen & 1 Beastman Sentry	125 GCs
7	1 Chaos Champion, 3 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 4 Chaos Thugs, 3 Beastmen & 1 Beastman Sentry	11 Beastmen & 1 Beastman Sentry	130 GCs
8	1 Chaos Champion, 4 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 8 Beastmen & 1 Beastman Sentry	12 Beastmen & 1 Beastman Sentry	135 GCs
9	1 Chaos Champion, 2 Chaos Thugs & 2 Chaos Sentries	1 Chaos Warrior, 4 Chaos Thugs, 5 Beastmen & 1 Chaos Sentry	10 Beastmen & 2 Beastmen Sentries	140 GCs
10	3 Chaos Warriors & 1 Chaos Sentry	2 Chaos Warriors, 4 Chaos Thugs & 1 Chaos Sentry	13 Beastmen & 1 Beastman Sentry	145 GCs
11	2 Chaos Warriors, 4 Chaos Thugs & 1 Chaos Sentry	2 Chaos Warriors, 5 Beastmen & 1 Beastman Sentry	11 Beastmen & 2 Beastmen Sentries	150 GCs
12	1 Chaos Champion, 1 Chaos Warrior, 1 Chaos Thug & 1 Chaos Sentry	2 Chaos Warriors, 1 Chaos Thug, 3 Beastmen & 2 Chaos Sentries	12 Beastmen & 2 Beastmen Sentries	160 GCs